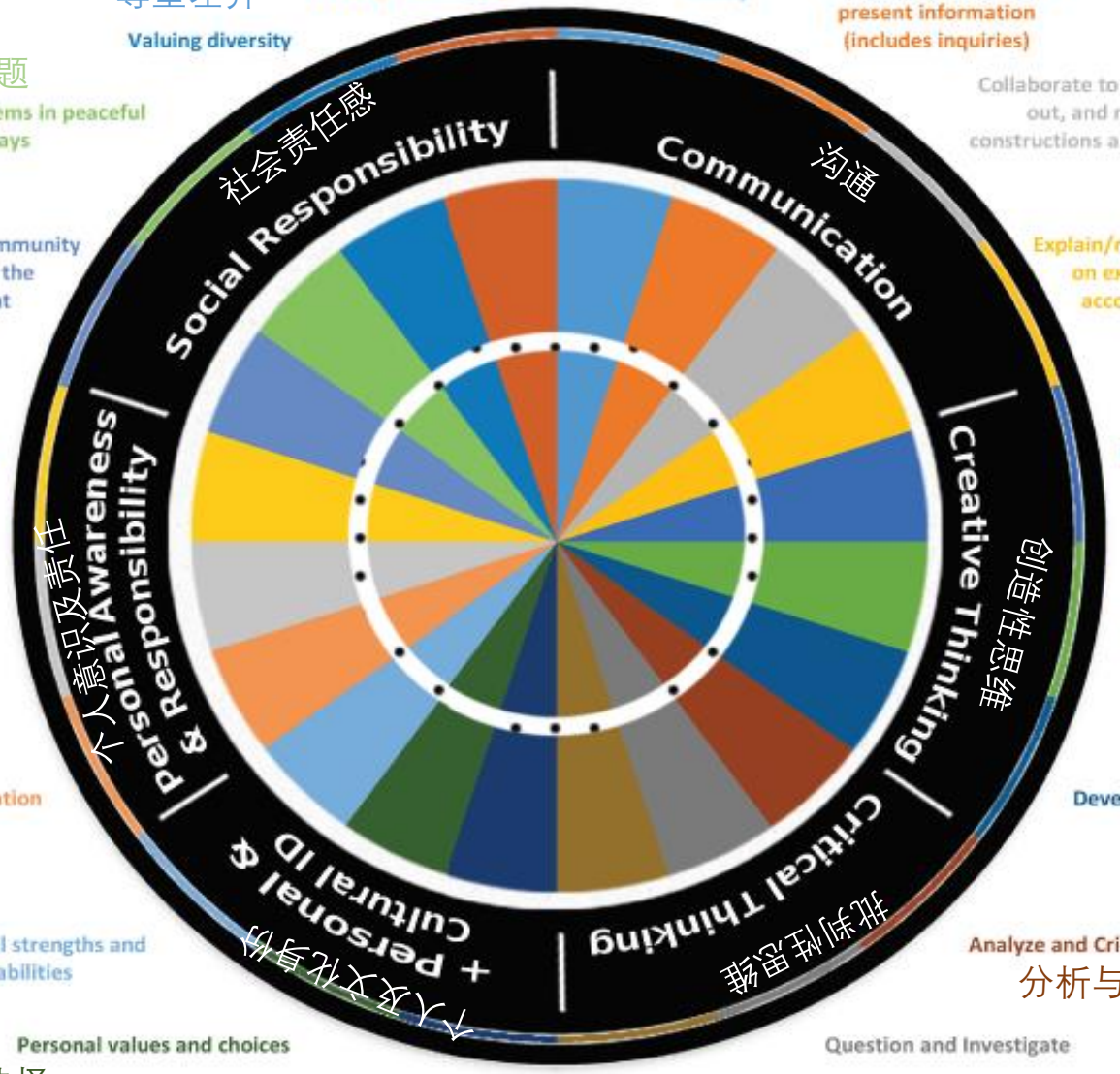
Game Based Learning and BC Core Competencies:

How can GBL be used to explore Core Competencies?

MLIS-Hainan Inquiry Project Pro-D

Core Competencies

Acquiring Your BC Ed Plan Core Competency Learning Targets



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Game Based Learning

- Integration of games with learning goals and objectives
- Fearlessly experimenting with cause and effect in a fun atmosphere
- Reflecting on learning via the games being played
- Working towards mastery of skills through ‘playing around’
- Inclusion of principles of learning that we use in the classroom regularly ie. Scaffolding
- Exploration of real-life concepts through fantasy

Game Based Learning

- promotes active learning
- creates a safe environment where learners are encouraged and where they feel they can take risks without penalty ie. the Sandbox Principle
- allows learning to occur in context, building and solidifying meaning
- is adaptive to learners' needs and scaffolded to their abilities; this is learner-centred differentiation

(Gee, 2013)

COTS games

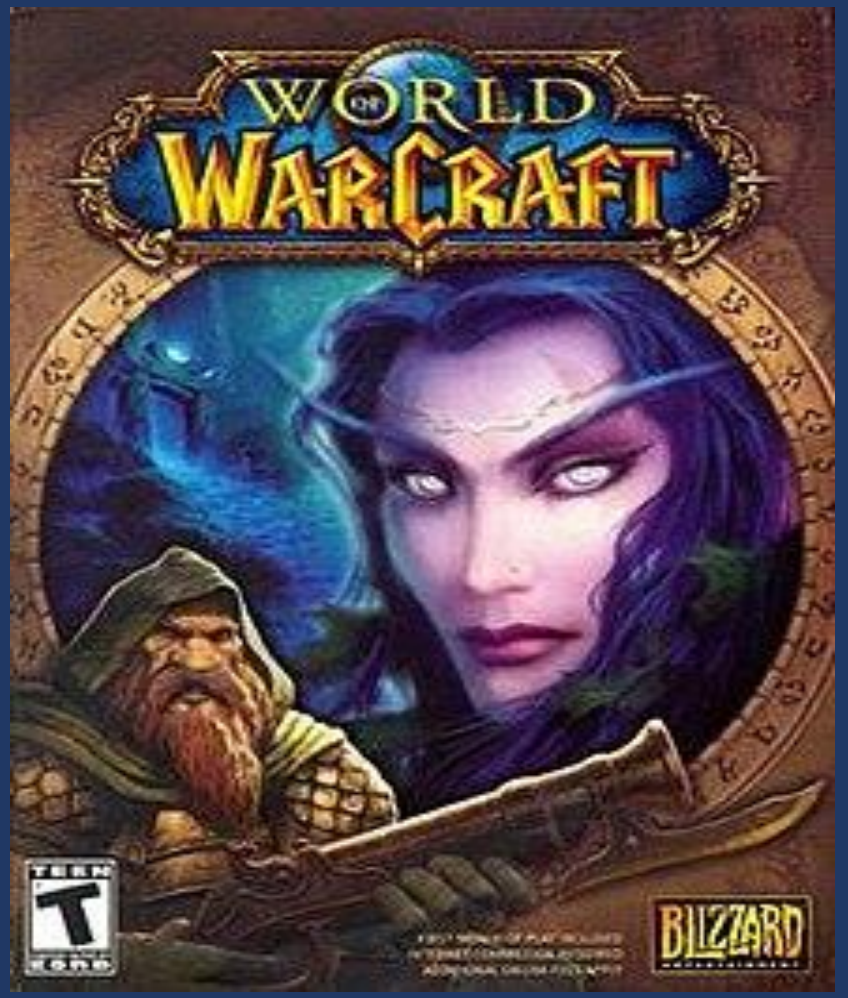
Commercial Off the Shelf games

- Experimentation
- Problem solving
- Critical thinking
- Creative thinking
- Team work
- Collaboration
- Communication
- Reflection of learning
- Development of new skills

COTS games

World of Warcraft

In World of Warcraft, multiple players control a character avatar within a game world in third- or first-person view, exploring the landscape, fighting various monsters, completing quests, and interacting with non-player characters (NPCs) or other players.
https://en.wikipedia.org/wiki/World_of_Warcraft



World of Warcraft Walkthrough

Rollercoaster Tycoon

COTS games

RollerCoaster Tycoon 2 **tasks players with managing amusement parks in different scenarios. Various attractions, including transport rides, gentle rides, thrill rides, roller coasters, water rides, and shops or stalls, can be added to the parks as well as landscaping and decorations. The player satisfies the needs of the visitors by building food stalls, bathrooms, and souvenir shops as well as facilities and services. Players must balance their budget in their expenses and income while doing this.**

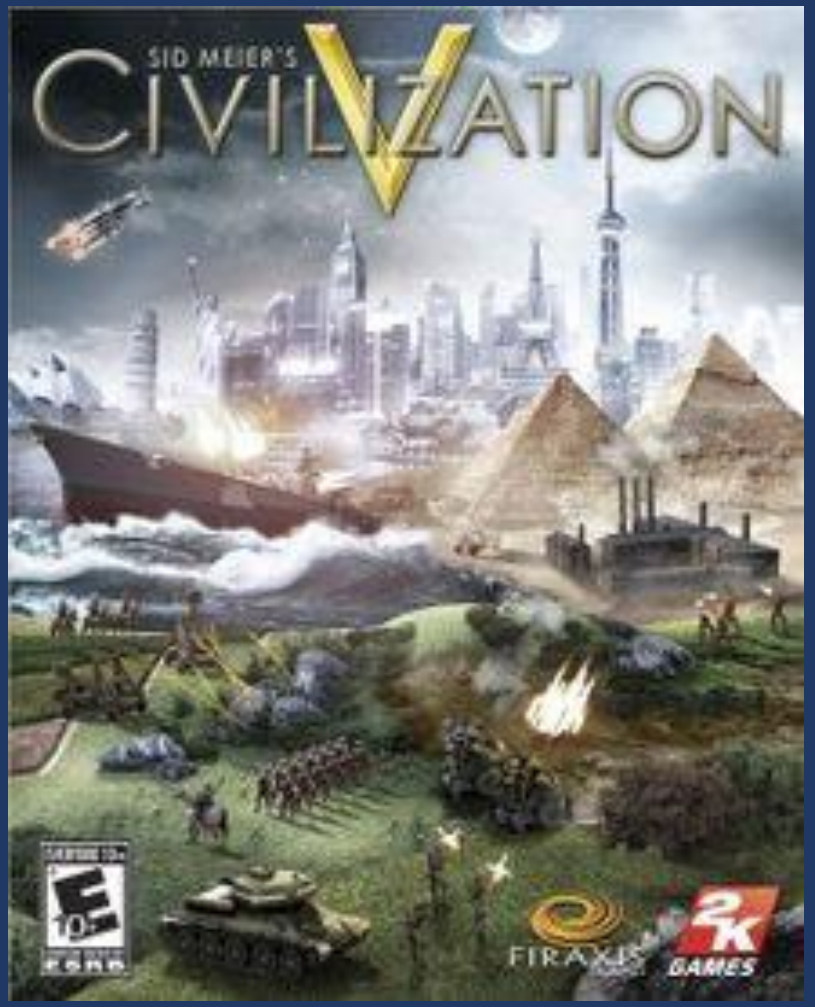
https://en.wikipedia.org/wiki/RollerCoaster_Tycoon_2

Rollercoaster Tycoon 2 Walkthrough

COTS games

Civilization V

In *Civilization V*, the player leads a civilization from prehistoric times into the future on a procedurally generated map, attempting to achieve one of a number of different victory conditions through research, exploration, diplomacy, expansion, economic development, government and military conquest.
https://en.wikipedia.org/wiki/Civilization_V

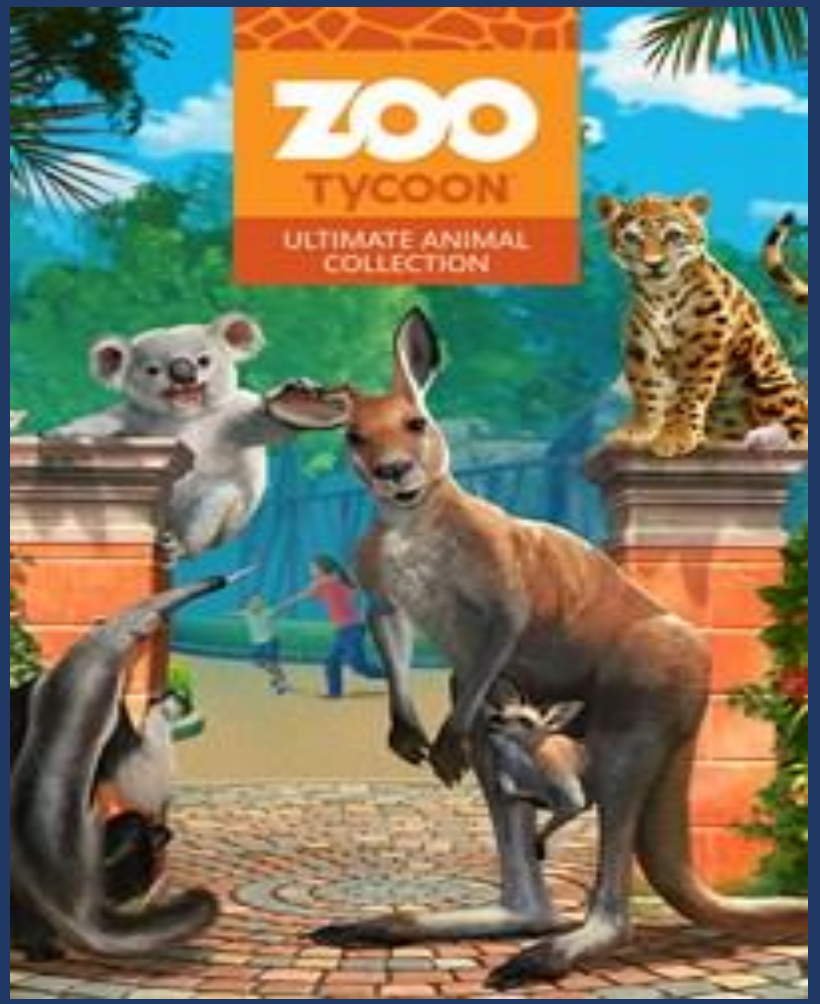


Civilization V Walkthrough

COTS games

Zoo Tycoon

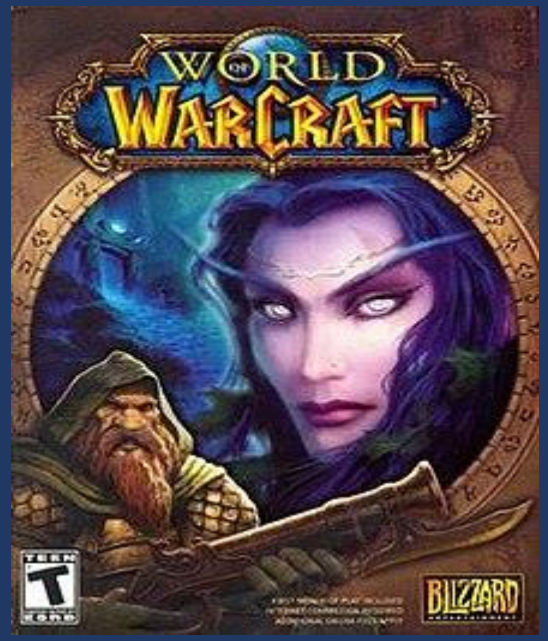
Zoo Tycoon **is a zoo simulation video game putting the player in control of their own fictional zoo business. Players must build, expand, and/or upgrade a zoo by purchasing animals, creating suitable animal habitats, and allocate staff and resources for animal maintenance and care. As the ultimate goal of the game is revenue, players must also provide for visitors by building food/drink stands, sanitary facilities, picnic areas, and an aesthetically pleasing environment. Higher revenue is generated by keeping both animals and visitors happy.**
https://en.wikipedia.org/wiki/Zoo_Tycoon#Zoo_Tycoon_(2013)

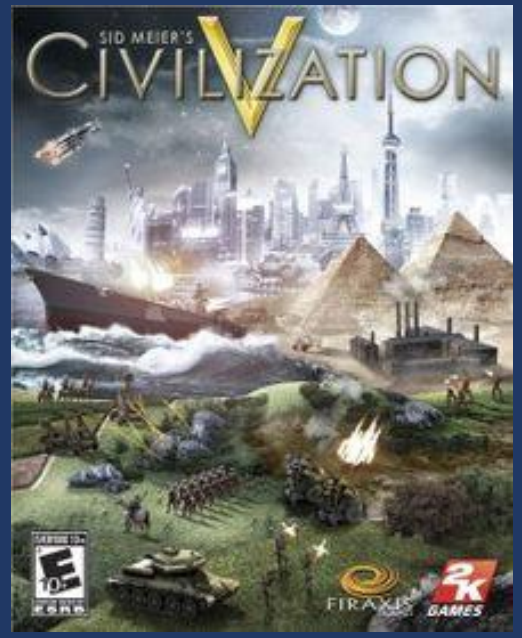


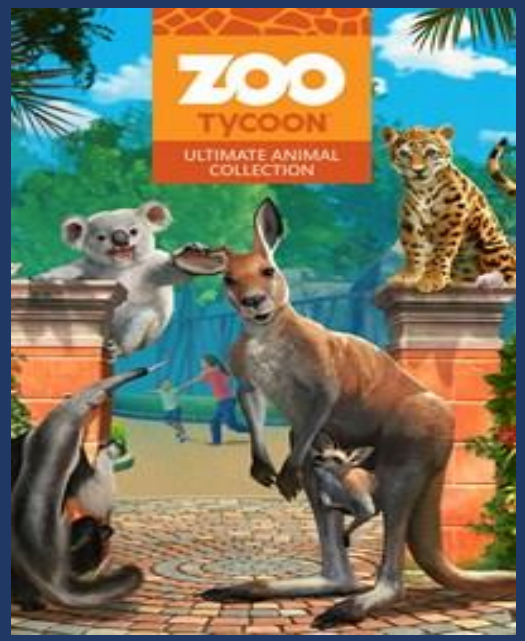
Zoo Tycoon Walkthrough

Team Discussion

COTS games







Our Inquiry Project

- Whole school
- Facilitated by teachers
- Led by student teams
- Investigations of Core Competencies continuous and consistent
- Students SELF-assess Core Competencies
- Teachers develop their practice and confidence in the Revised BC Curriculum

Evidence of Learning

- Shared web-based medium
- Posted evidence (screenshots, student statements of reflection)
- Post-inquiry Celebration of Learning
- Teacher debriefing

Evidence of Learning

Celebrating Student Learning

Weebly

Adobe Spark

MLIS website

Other